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Morgan et al.

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[54] **PRIORITIZATION OF BACKGROUND DISPLAY DURING ANIMATION**

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[58] **Field of Search** 345/115, 433, 345/435, 344, 473, 522

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[57] **ABSTRACT**

A system and method is provided that causes an animation sequence and underlying background process to be in step such that the motion of the animation is coordinated with the painting of the display by the underlying process. A mechanism is used to adjust the thread priority of the animation thread. When the animation is starting, the priority of the animation threads is set to BELOW_NORMAL priority. The animation process is then implemented. Subsequently, the animation threads are set back to NORMAL priority. Because the priority of the animation threads is below normal the other, contending processes will react more quickly (due to their higher priority) during the animation process. This will cause the other processes to update (paint) their client areas more quickly. Each change to another processes client area will cause an update to that area, since that other process will have a higher priority relative to the animation sequence.

18 Claims, 10 Drawing Sheets